

Criterion B: Record of tasks

Task number	Planned action	Planned outcome	Time estimated	Target completion date	Criterion
1	Brainstorm ideas for programming project	Have a clear idea on what the project subject it and receive approval for IA proposal	4 days	9/19/15	A
2	Design a basic GUI mockup	Choosing a GUI that is able to meet the needs of input from the user and area for output	<1 day	9/21/15	A
3	Designing UML diagram logic flow	Create UML formatted diagram of the interactions of classes and objects	3 days	10/14/15	A, B
4	Create code outline including classes, objects, and constructors	Creation of a template of classes, objects, and constructors in the program to be applied with logic later	4 days	10/29/15	B, C
5	Finalizing a GUI taking in consideration frames, panels, fields, etc.	Finalizing a GUI that is appropriate for the needs of user input and display of output after knowledge of components are applied.	4 days	11/19/15	C
6	Develop GUI	Applying basic structure of swing components for the application	2 days	12/4/15	C
7	Develop events for the program	Create events and listeners for the finalized GUI	5 days	12/18/15	C
8	Applying calculations needed to run	Complete the program with filling the methods and	2-3 weeks	3/10/16	C

		constructors needed for the calculations to be made.			
9	Test program for bugs	Ensure that there are no errors in the code while in use. Identify areas that need to be refined.	1 day	3/15/16	E
10	Refine project	Evaluate and solve problematic areas of code and finalize project	2 days	3/20/15	C, D
11	Project Documentation	Develop documentation	3 days	3/23/15	D, E